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GETTING STARTED

MINIMUM CONFIGURATION

OPERATING SYSTEM :

WINDOWS 95 / 98 / 2000 / XP

pentium II 450 MHz

RAM : 128 MB

DIRECTX :

8.1 FOR WINDOWS 98/ 2000 / XP (8.0 FOR WINDOWS 95)

DIRECTX 8.1 COMPATIBLE 3D ACCELERATOR CARD (GEFORCE256 32M MINIMUM)

CD ROM DRIVE 4X OR HIGHER

DIRECTX COMPATIBLE SOUND CARD

OTHER: KEYBOARD/MOUSE/2-AXIS 4-BUTTON

GAMEPAD

RECOMMENDED CONFIGURATION

PENTIUM III 650 MHz

RAM : 128 MB

DIRECTX 8.1 COMPATIBLE 3D ACCELERATOR CARD (GEFORCE2 OR BETTER)

DIRECTX : 8.1 FOR WINDOWS 98/ 2000 / XP

CD ROM DRIVE 8X OR HIGHER

DIRECTX COMPATIBLE SOUND CARD

OTHER: KEYBOARD/MOUSE/2-AXIS 4-BUTTON GAMEPAD

INSTALL BATMAN VENGEANCE:

1. START WINDOWS.
2. PLACE THE BATMAN VENGEANCE CD IN YOUR CD-ROM DRIVE.
3. THE SETUP PROGRAM SHOULD BE AUTOMATICALLY DISPLAYED ON-SCREEN. IF IT IS NOT, DOUBLE-CLICK ON THE SETUPUBI.EXE ON THE CD.
4. CHOOSE THE APPROPRIATE LANGUAGE.
5. CLICK ON INSTALL IN THE MENU.
6. CHOOSE THE CONFIGURATION THAT CORRESPONDS WITH YOUR SYSTEM AND CLICK INSTALL. THE LARGER THE INSTALLATION, THE MORE SPACE THE GAME WILL TAKE UP ON YOUR HARD DISK, BUT THE FASTER THE ACCESS TO THE GAME'S VARIOUS MENUS.
7. CHOOSE THE INSTALLATION DIRECTORY YOU WANT, THEN CLICK OK.
8. ONCE THE INSTALLATION HAS FINISHED, CLICK ON START.

AT THE END OF THE INSTALLATION, YOU MAY NEED TO RESTART YOUR COMPUTER. TO SUBSEQUENTLY START, BATMAN VENGEANCE, SIMPLY SELECT "START MENU\PROGRAMS\UBISOFT GAMES\BATMAN VENGEANCE\TO PLAY BATMAN VENGEANCE", OR DOUBLE-CLICK ON THE DESKTOP ICON.



STARTING THE GAME

ENTER GAME

LETS YOU SELECT LEVEL YOU WANT
TO START IN

OPTIONS

- SOUND
 - SOUND EFFECT
 - MUSIC
 - VOICE
 - STEREO
- BRIGHTNESS
- RESOLUTION
 - 640X480
 - 800X600
 - 1024X768
- CONTROLS
 - KEYBOARD (CONFIGURATION)
 - GAMEPAD(CONFIGURATION)



CINEMATICS

SELECT THIS OPTION TO WATCH THE HIGH-RESOLUTION CINEMATICS
FROM THE LEVELS YOU'VE ALREADY FINISHED.

CREDITS

- WBIE CREDITS
- UBI SOFT CREDITS

QUIT

QUIT GAME

PROLOGUE

AS THE CITIZENS OF GOTHAM CITY SLUMBER UNDER THE SOFT DARKNESS OF THE NIGHT, BATMAN STANDS WATCH OVER THE CITY.

FROM THE ROOFTOPS AND ORNAMENTAL STATUARY THAT HANGS HIGH OVER THE NIGHT DRAPED STREETS, THE DARK KNIGHT IS EVER VIGILANT, ALERT FOR THE SLIGHTEST BREACH OF THE PEACE OR THREAT AGAINST THE CITIZENRY OF GOTHAM CITY. THIS NIGHT, BATMAN WILL FIND THE PEACE NOT ONLY BREACHED... BUT SHATTERED BY EXPLOSIVE FURY SET IN PLACE BY THE VERY PERSONIFICATION OF EVIL. IT BEGINS WITH A WOMAN THE CAPED CRUSADER DISCOVERS BOUND AND GAGGED, THE REMAINDER OF HER LIFE MEASURED BY THE CLOCK COUNTING DOWN THE SECONDS TO THE DETONATION OF THE BOMB BESIDE HER.

HER NAME IS MARY FLYNN. THE VILLAIN WHO LEFT HER FOR DEAD IS THE JOKER, THE TWISTED CLOWN PRINCE OF CRIME WITH AN EXPLOSIVE SENSE OF HUMOUR. THE JOKER HAD TAKEN HER YOUNG SON TOBY HOSTAGE, HOLDING HIM FOR A RANSOM THE FRIGHTENED MOTHER COULD NEVER HOPE TO RAISE.

AT LEAST, THAT'S THE STORY MARY FLYNN TELLS!

BUT THE TRUTH IS FAR MORE INSIDIOUS THAN EVEN BATMAN CAN IMAGINE, AND BEFORE THIS NIGHT IS DONE, THE DARK KNIGHT WILL FIND HIMSELF ENTANGLED IN A PLOT THAT THREATENS FAR MORE THAN A SINGLE CHILD. THE JOKER'S SCHEME WOULD LIGHT UP THE NIGHT WITH FIERY DEATH AND DESTRUCTION, LEAVING GOTHAM CITY A SMoulderINg RUIN THAT NONE WOULD SURVIVE.

MARSHALLING ALL HIS WITS, STRENGTH AND TECHNOLOGY, BATMAN MUST SAVE GOTHAM CITY FROM IMPENDING DISASTER BY MAKING SENSE OF THE MASSIVE CRIMEWAVE THAT'S SWEPT THROUGH THE CITY.

IN THE COURSE OF HIS INVESTIGATIONS, BATMAN WILL ENCOUNTER A HOST OF THIEVES, THUGS, AND DEADLY COSTUMED VILLAINS WHO MUST BE STOPPED. MIND-TWISTING PUZZLES AND DEADLY TRAPS ARE THROWN IN HIS PATH TO SABOTAGE HIS EFFORTS, BUT WITH HIS ASSEMBLAGE OF HIGH-TECH WEAPONS AND DEVICES, BATMAN MUST CRACK THE MOST DEADLY AND BIZARRE CASE OF HIS CRIME-FIGHTING CAREER.



CONTROLS

THE MOVING CONTROLS

ACTION	PC CONTROLS (KEYBOARD & MOUSE)	PC CONTROLS (GAME PAD)
ACTION/LOCK A STUNNED ENEMY/ LEAN ON WALL	DELETE\MOUSE1	BUTTON1
BLOCK / DUCK	PAGE DOWN	BUTTON4
JUMP / GLIDE	END\MOUSE2	BUTTON3
PUNCH	DELETE\MOUSE1	BUTTON1
SNAP IN / OUT OF FIRST PERSON PERSPECTIVE	SPACE	BUTTON2
SMOKE BOMB	PRESS PAGE DOWN TWICE IN 0.5 SEC	PRESS BUTTON4 TWICE IN 0.5 SEC
WALK	W/D/S/A WHILE HOLDING DELETE	PAD WHILE HOLDING BUTTON1
RUN	W/D/S/A	PAD
PAUSE/MENU	Esc	Esc
BAT-COMMUNICATOR	F1	F1

THE FIGHTING CONTROLS

ACTION	PC CONTROLS (KEYBOARD & MOUSE)	PC CONTROLS (GAME PAD)
UNLOCK FROM FIGHT SYSTEM	SPACE	BUTTON2
BLOCK	PAGE DOWN	BUTTON4
KICK	END	BUTTON3
PUNCH	DELETE	BUTTON1
LOCK A STUNNED ENEMY FROM BACK	DELETE	BUTTON1
MOVE BATMAN	W/D/S/A	PAD
PAUSE/MENU	Esc	Esc

THE THROWING CONTROLS

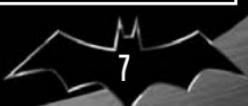
ACTION	PC CONTROLS (KEYBOARD & MOUSE)	PC CONTROLS (GAME PAD)
EXIT FIRST PERSON MODE	SPACE	BUTTON 2
BATMAN DUCKS WITH WEAPON	PAGE DOWN	BUTTON 4
SHOOT SELECTED GADGET	DELETE/MOUSE 1	BUTTON 1
SHOOT SELECTED GADGET -	DELETE/MOUSE 1	BUTTON 11
SCOPE ZOOM IN		
SNAP IN / OUT OF FIRST PERSON PERSPECTIVE	SPACE	BUTTON 2
SCOPE ZOOM OUT	END/MOUSE 2	BUTTON 3
CYCLES GADGETS FOR SELECTION.	SPACE/NUMBER KEYS RELATED	BUTTON 2
IF HOLDDED, WILL PAUSE THE GAME FOR GADGET SELECTION.	TO DIFFERENT WEAPONS	
MOVE/STRAFE	W/D/S/A	PAD
AIM / TURN	W/D/S/A WHILE HOLDING END/MOUSE	DIRECTIONAL BUTTONS OF GAME PAD WHILE HOLDING BUTTON 3

THE BATMOBILE CONTROLS

ACTION	PC CONTROLS (KEYBOARD & MOUSE)	PC CONTROLS (GAME PAD)
TURBO BOOST	END	BUTTON 3
SHOOT	DELETE	BUTTON 1
FORCED RIGHT TURN	D WHILE HOLDING PAGE DOWN	PADRIGHT WHILE HOLDING BUTTON 4
FORCED LEFT TURN	A WHILE HOLDING PAGE DOWN	PADLEFT WHILE HOLDING BUTTON 4
DRIVE BATMOBILE	W/D/S/A	DIRECTIONAL BUTTONS OF GAME PAD
PAUSE GAME	ESC	ESC

THE BATPLANE CONTROLS

ACTION	PC CONTROLS (KEYBOARD & MOUSE)	PC CONTROLS (GAME PAD)
ELECTRIC CHARGE LAUNCH	SPACE	BUTTON 2
TURBO Boost	END	BUTTON 3
SHOOT	DELETE	BUTTON 1
ROLL RIGHT	D WHILE HOLDING PAGE DOWN	PADRIGHT WHILE HOLDING BUTTON 4
ROLL LEFT	A WHILE HOLDING PAGE DOWN	PADLEFT WHILE HOLDING BUTTON 4
PILOT BATPLANE	W/D/S/A	DIRECTIONAL BUTTONS OF GAME PAD
PAUSE GAME	ESC	ESC



SPECIAL MOVES

FREE FALLING

FREE FALLS THRUST YOU HURTLING TOWARDS THE GROUND FROM FRIGHTENING HEIGHTS LIKE BRIDGES OR BLIMPS. KEEP YOUR REFLEXES SHARP; YOU'LL HAVE TO SAVE MORE THAN JUST YOURSELF IN THESE MID-AIR TRIPS. WHEN FREE FALLING, CATCH THE FALLING VICTIM. TO DO SO, COLLIDE WITH THE VICTIM AND BATMAN AUTOMATICALLY CATCHES HIM/HER AND GRAPPLES TO SAFETY.



DELETE BUTTON TO ACCELERATE
END BUTTON TO SLOW THE FALL DOWN

LEANING ON WALLS

TO MOVE WITH STEALTH, YOU CAN HUG THE WALLS AND SNEAK AROUND CORNERS UNDETECTED.

DELETE BUTTON WHEN FACING A WALL



CLIMBING LADDERS

YOU'LL NEED TO CLIMB LADDERS IN ORDER TO GET OVER CRATES AND WALLS.

DELETE BUTTON WHEN FACING A LADDER



SLIDING

ON CERTAIN SURFACES, LIKE ICE, IT'S FASTER TO SLIDE ACROSS THAN WALK.



GLIDING

INSTEAD OF JUMPING FROM ONE PLACE TO ANOTHER, YOU CAN USE THE CAPE. AFTER JUMPING, YOU CAN CONTROL ITS TAUTNESS TO TRAVEL IN MID-AIR.

HOLD THE END BUTTON WHEN IN MID-AIR



HANDCUFFING

USE BATCUFFS TO LOCK UP KNOCKED OUT THUGS. POSITION YOURSELF OVER THE DEFEATED OPPONENT AND PRESS THE DELETE BUTTON. CLEVER PLAYERS CAN EVEN SNEAK UP ON THUGS AND CUFF THEM FROM BEHIND.

DELETE BUTTON WHEN OVER A KNOCKED OUT THUG



GRAPPLING

MAKE YOUR WAY THROUGH THE CITY BY GRAPPLING FROM ONE BUILDING TO THE NEXT. A GLOWING BAT APPEARS WHEN A GRAPPLING POINT IS AVAILABLE. PRESS AND HOLD THE SPACE KEY AND SELECT THE BATGRAPPLER ICON WITH THE DIRECTIONAL KEY(A\W\S\D). AIM AT THE GLOWING BAT WITH THE MOUSE AND PUSH DELETE KEY OR LEFT MOUSE KEY TO RELEASE THE BATGRAPPLER. MOST OF THE TIME, THE GRAPPLER RELEASES ONTO A SURFACE WHERE BATMAN AUTOMATICALLY CLIMBS. HOWEVER, ONCE IN A WHILE, THE PLAYER MUST GLIDE ONTO A LEDGE IF HE WANTS TO COMPLETE HIS JUMP. IF THE CROSSHAIR DOES NOT TURN RED WHEN ABOVE THE TARGET, STRAFE AROUND THE TARGET UNTIL IT DOES SO.



VEHICLES

BATMOBILE

BLAZE THROUGH THE STREETS OF GOTHAM CITY IN A BREAKNECK PURSUIT OF CROOKS ON WHEELS. USING THE BATMOBILE'S WEAPONS, YOU CAN FIRE CHARGES AT ENEMY TIRES AND LAUNCH SMOKE BOMBS INTO WINDOWS. OH, AND WATCH OUT FOR CIVILIAN CARS.



CONTROLS:

ACCELERATE END KEY
FIRE SPIKES DELETE KEY
FORCED LEFT TURN: A WHILE HOLDING PgDN
FORCED RIGHT TURN: D WHILE HOLDING PgDN
INVENTORY: ESC KEY
USE DIRECTIONAL KEY(A\S\W\D) TO DRIVE THE BATMOBILE

BATPLANE

HELM THE BATPLANE AND PERFORM HIGH-SPEED AEROBATICS DURING NIGHT MISSIONS OVER GOTHAM CITY.



CONTROLS:

FIRE ELECTRICAL SPIKES DELETE KEY
TURBO BOOST END KEY
FIRE ELECTRICAL PODS SPACE KEY
ROLL RIGHT: D WHILE HOLDING PgDN
ROLL LEFT: A WHILE HOLDING PgDN
USE THE DIRECTIONAL KEY(A\S\W\W) TO FLY THE BATPLANE

THE CHARACTERS

BATMAN

THE DARK KNIGHT DETECTIVE HAS PLEDGED HIS VERY LIFE TO KEEPING GOTHAM CITY SAFE FROM THE CRIMINALS WHO THREATEN IT.



ALLIES

BATGIRL
ONCE AGAIN, BATGIRL IS HELPING BATMAN ON HIS MISSION. SHE IS AT THE BATCAVE, ALWAYS ON STANDBY.



VILLAINS

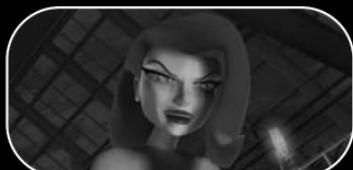
THE JOKER
IS BATMAN'S NEMESIS AND THE CLOWN PRINCE OF CRIME IS ONCE AGAIN ON THE LOOSE. HIS PLOT: KILL BATMAN AND DESTROY GOTHAM CITY...LAUGHING ALL THE WAY TO HELL!



MR. FREEZE
HAS TAKEN CONTROL OF GOTHAM INDUSTRIAL AND TURNED IT INTO AN ICEBOX. HE'S ALSO HOLDING ISAAC EVERE, A SCIENTIST, HOSTAGE.



POISON IVY
IS AS DANGEROUS AS EVER. SHE DEVISES A SPECIAL POISON TO TAKE CONTROL OF GOTHAM'S MOST WEALTHY AND INFLUENTIAL MEN, BRINGING THEM DOWN TO THEIR KNEES.



HARLEY QUINN
IS ALL READY TO HELP OUT HER PUDDIN' WHEN IT COMES TO DEFEATING BATMAN. THIS TIME, THE JOKER'S MAIN SQUEEZE TAKES ON AN EVEN BIGGER ROLE.



THUGS

TAKE A GLIMPSE INTO THE GOTHAM CITY UNDERWORLD, AND THE DREGS WHO SUSTAIN IT.

THE THUGS

ARE BACK AND MEANER THAN EVER BEFORE. THEY ARE READY FOR A FIGHT - JUST NAME THE TIME AND PLACE. THEY HIT ANYTHING THAT MOVES, JUST AS LONG THEY GET THEIR MONEY.



IVY'S THUG

APPEARS TO BE HUMAN ...HE WEARS A TRENCH-COAT AS A DISGUISE, BUT WHEN IT COMES OFF...



ICE MAIDENS

TAKE PLEASURE IN KILLING FOR MR. FREEZE, AND PROTECT THEIR BOSS AT ALL COSTS.



GREEN MONSTER

THE RESULT OF CONTACT BETWEEN POISON IVY'S CREATURES AND ACID, THIS HIDEOUS CREATURE HAS BUT ONE INSTINCT: FIND BATMAN, AND PUNISH HIM.



ROCKET THUG

THIS THUG IS MUTE AND SIMPLE. HE LIKES HIS CANNONS - HE BECOMES THE CANNONS.



CIVILIANS

COMMISSIONER GORDON

STICKS TO THE RULES BUT OFTEN FINDS AN
ALLY IN BATMAN.



GOTHAM CITY'S MAYOR HILL

MIGHT NOT ALWAYS SUPPORT THE DARK
KNIGHT'S VIGILANTE EFFORTS, BUT THIS
NIGHT, WITH HIS OWN LIFE AT STAKE, EVEN
THE MAYOR WILL ALLOW BATMAN TO DO AS
HE MUST!



ISAAC EVERE

A RADICAL SCIENTIST, INVENTED THE MIRACLE
COMPOUND PROMETHIUM – BUT WHO IS
FUNDING HIS RESEARCH?



GAME INTERFACE SCREEN

HEALTH/STATUS BARS

INDICATES BATMAN'S TOTAL HEALTH OR VEHICLE/OBJECT STATUS.

- BATMAN'S HEALTH BAR:

BATMAN'S HEALTH BAR IS ALWAYS DISPLAYED ON THE TOP LEFT CORNER OF THE SCREEN. ONCE BATMAN'S HEALTH LEVEL REACHES A DANGEROUS LEVEL, THE BAR TURNS RED.

- CAPE STATUS BAR:

WHEN BATMAN USES HIS CAPE TO PROTECT HIMSELF, THE CAPE'S STATUS BAR APPEARS UNDERNEATH BATMAN'S OWN.

- BATMOBILE AND BATPLANE:

THE VEHICLES' STATUS BAR REPLACES BATMAN'S HEALTH BAR.

- BATGIRL'S HEALTH BAR:

APPEARS AT THE BOTTOM CENTRE OF THE SCREEN WHILE SHE IS CAPTURED. IF ALL HER ENERGY RUNS OUT, BATMAN HAS LOST THE GAME.



ENEMY BAR

DISPLAYS THE THUG'S REMAINING HEALTH.

SCORE

ACCUMULATE POINTS THROUGHOUT THE GAME TO PERFORM POWER MOVES.

DEVICE INDICATOR

ENABLES YOU TO SCROLL THROUGH ALL THE DEVICES AVAILABLE.

DEVICE QUANTITY

DISPLAYS THE DEVICE QUANTITY.

DEVICE SELECTED

DISPLAYS THE DEVICE SELECTED.

COMBATS

BASIC ATTACKS

BATMAN HAS AT HIS DISPOSAL AN ARSENAL OF KICKS AND JUMPS TO DEFEAT THUGS AND BOSSSES WHILE IN ONE-ON-ONE COMBAT MODE.

- PUNCH: USE THE DELETE KEY TO PUNCH.
- KICK: USE THE END KEY TO KICK.
- BLOCK: USE THE PgDn KEY TO BLOCK

BY PRESSING THESE BUTTONS, YOU WILL NOTICE THAT COMBINATIONS CAN BE ENTERED AND BATMAN'S MOVES ARE MORE CHOREOGRAPHED. PRESSING THE DELETE KEY WILL BREAK COMBAT

POWER MOVES

POWER MOVES ARE SPECIAL MOVES THAT CAN BE PERFORMED BY ACCUMULATING A CERTAIN AMOUNT OF POINTS. THEY KNOCK OUT NEARLY ALL OF THE THUGS. BY HOLDING ACCORDING KEY AND THEN RELEASE, BATMAN GOES INTO ACTION.



THE HAMMER (0 PT.)



CLEAN SWEEP (20 PT.)



SPIN-OUT (40 POINTS)



THE TAKE DOWN (80 POINTS)



LIGHTS OUT (120 POINTS)

THE CHARGE BAR

THE CHARGE BAR POWERS UP THE MORE BATMAN FIGHTS. ONCE HE DISENGAGES FROM A FIGHT, THE CHARGE BAR RESETS TO ZERO. BATMAN CAN EXECUTE MORE ADVANCED POWER MOVES AS HIS CHARGE BAR FILLS UP TO FULL CAPACITY.

POWER MOVES

ACTION	PC CONTROLS (KEYBOARD & MOUSE)	PC CONTROLS (GAME PAD)
THE HAMMER	HOLDING DELETE FOR 1SEC THEN RELEASE	HOLDING BUTTON1 FOR 1SEC THEN RELEASE
THE CLEAN SWEEP	HOLDING END FOR 1SEC THEN RELEASE	HOLDING BUTTON3 FOR 1SEC THEN RELEASE
SPIN-OUT	HOLDING DELETE AND END 1SEC THEN RELEASE	HOLDING BUTTON1 AND BUTTON3 FOR 1SEC THEN RELEASE
THE TAKE DOWN	HOLDING END AND PAGE DOWN FOR 1SEC THEN RELEASE	HOLDING BUTTON3 AND BUTTON4 FOR 1SEC THEN RELEASE
LIGHTS OUT	HOLDING DELETE AND PAGE DOWN FOR 1SEC THEN RELEASE	HOLDING BUTTON1 AND BUTTON4 FOR 1SEC THEN RELEASE

WEAPONS & ITEMS

TO SELECT ANY WEAPON OR ITEM PRESS AND HOLD THE "SPACE" KEY THEN SELECT THE DESIRED WEAPON OR ITEM WITH THE DIRECTIONAL KEY, OR USE THE NUMBER KEY TO SELECT DIRECTLY.



BATARANGS ARE MULTI-PURPOSE THROWING WEAPONS THAT CAN BE USED ALMOST ANYWHERE WHEN BATMAN IS IN TROUBLE.



ELECTRIC BATARANGS HAVE MORE OF A KICK THAN THE OTHERS. IN SOME INSTANCES WHEN THE REGULAR ONES DON'T WORK, TRY THESE OUT.



THE **BATGRAPPLER** LETS BATMAN SWING OR HOIST HIMSELF OVER LONG DISTANCES THROUGH GOTHAM CITY.



THE **BATLAUNCHER** THROWS NETS AND CHARGES AT ENEMIES.



ONCE ELECTRIC STUNNERS ARE LAUNCHED BY THE BATLAUNCHER, THEY RENDER OPPONENTS HELPLESS FOR A FEW MOMENTS.



THE NETS ARE FIRED WITH THE BATLAUNCHER. MOST OPPONENTS WON'T BE ABLE TO GET FREE OF THE NETS – BUT SOME CAN!



REMOTE CHARGES CAN ONLY BE PLACED ONE AT A TIME – KNOCKING OUT PASSING OPPONENTS.



WHEN FLASH BOMBS ARE USED, ENEMIES ARE STUNNED FOR A FEW SECONDS, LEAVING BATMAN TIME TO ESCAPE OR CUFF THEM.



THE BATSCOPE LETS BATMAN VIEW FROM A DISTANCE. THERE IS ALSO ONE ON THE BATMOBILE.



YOU CAN CUFF KNOCKED OUT THUGS WITH BATCUFFS TO LEAVE THEM FOR THE GOTHAM CITY POLICE.



THE BATCOMMUNICATOR IS THE MAIN LINK BETWEEN BATMAN AND BATGIRL. SHE GIVES TIPS AND HINTS THROUGHOUT THE GAME. PRESS THE F1 BUTTON TO ACTIVATE.

INVENTORY

PRESS THE ESC KEY TO DISPLAY BATMAN'S INVENTORY. CYCLE BETWEEN SECTIONS OF THE INVENTORY BY EITHER USING THE DIRECTIONAL KEY OR THE MOUSE. TO EXIT THE INVENTORY SYSTEM, PRESS THE ESC KEY.

TO GET AN ITEM'S DESCRIPTION, PRESS THE ENTER KEY TO SELECT AN ITEM. THE INFORMATION APPEARS ON THE LEFT-HAND SIDE OF THE INVENTORY SCREEN. PRESS ENTER KEY AGAIN TO ACCESS THE ITEM'S DESCRIPTION AND TO SCROLL DOWN FOR EXTRA INFORMATION WITH THE DIRECTIONAL KEYS IF THE DOWN ARROW APPEARS AT THE BOTTOM. PRESS THE ESC KEY TO EXIT THE INVENTORY.



EQUIPMENT

THE EQUIPMENT SCREEN DISPLAYS ALL THE AMMUNITION AND GADGETS BATMAN HAS AT HIS DISPOSAL. THE NUMBER INDICATED ON THE RIGHT OF THE ICON SHOWS THE AMOUNT AVAILABLE. A DESCRIPTION OF EACH EQUIPMENT PIECE IS GIVEN ON THE LEFT-HAND SIDE OF THE INVENTORY DISPLAY. TO CYCLE THOUGH, USE THE DIRECTIONAL KEYS.



ITEMS

THE ITEM SCREEN DISPLAYS ALL QUEST ITEMS BATMAN HAS PICKED UP. THESE INCLUDE KEYS AND DISCS. A DESCRIPTION OF THE ITEM APPEARS ON THE LEFT-HAND SIDE OF THE INVENTORY SCREEN, EXPLAINING WHAT THE HIGHLIGHTED ITEMS ARE USED FOR.



POWER MOVES AND CHEATS

THIS SCREEN DISPLAYS THE POWER MOVES AVAILABLE TO THE PLAYER AND THE COMBINATION REQUIRED TO PERFORM THEM. THE CHEATS DISPLAYS WHICH CHEAT ENVELOPE HAS BEEN DISCOVERED AND WHAT THEY CONTAIN.



ACHIEVEMENT

THE SCREEN DISPLAYS THE POINTS YOU HAVE ACCUMULATED SO FAR. BY SCROLLING THROUGH THE PLAYED LEVELS, THE INVENTORY SYSTEM INDICATES HOW MANY POINTS WERE ACCUMULATED.



OPTIONS

THIS SCREEN LETS YOU CUSTOMISE YOUR SETTINGS WHILE YOU PLAY BATMAN: VENGEANCE.

- **SOUND:** HERE, YOU CAN CUSTOMISE THE LEVEL OF THE SOUND IN THE GAME. THIS MEANS YOU CAN CHOOSE THE LEVEL OF THE VOICE, MUSIC AND SOUND EFFECTS TO YOUR LIKING.
- **BRIGHTNESS**
(WHICH CAN ADJUST THE BRIGHTNESS OF THE GAME)
- **RESOLUTION** (WHICH PROVIDE THREE RESOLUTION MODE FOR THE PLAYER TO CHOOSE FROM)
- **SHADOW** (PLAYER CAN TURN ON/OFF THE REAL TIME SHADOW FUNCTION)
- **ANTIALIASING** (PLAYER CAN TURN ON/OFF THE FULL SCREEN ANTIALIASING FUNCTION)
- **CONTROL** (WHICH PROVIDE THE CONFIGURATION OF KEYBOARD OR THE GAMEPAD)
- **QUIT GAME:** THIS OPTION LETS YOU QUIT THE GAME YOU ARE PRESENTLY PLAYING.

PUZZLES

ISAAC EVER'S LAB NETWIRE PUZZLE

TWIST AND TURN TO MATCH THE COLOURS.

DIRECTIONAL KEY(A\S\D\W):

TURN THE CUBE FROM ONE SIDE TO THE OTHER.

END KEY:

ROTATE THE WIRE SELECTION 90 DEGREES.



GOTHAM GASWORKS PUZZLE

SPIN THE WHEELS AND MATCH THE COLOURS.

DELETE KEY:

HOLD DOWN TO TURN THE WHEEL AND RELEASE TO STOP IT.

DIRECTIONAL KEY(A\S\D\W):

MOVE FROM ONE WHEEL TO ANOTHER.



THE JOKER'S FUNNIBONES WAREHOUSE PUZZLE

SPIN THE WHEELS AND MATCH THE NUMBERS. FIND THE HIDDEN NUMBERS IN THE FUNNIBONES YARD. USE THE END KEY TO ROTATE THE WHEELS AND THE DIRECTIONAL KEY TO CHANGE BETWEEN WHEELS.

EXIT THE PUZZLE:

SPACE KEY

DIRECTIONAL KEY(A\S\D\W):

MOVE FROM ONE BUTTON TO ANOTHER.



THE JOKER'S BLIMP PUZZLE

MIX THE RIGHT COLOURS TO SAVE GOTHAM

END KEY:

ACTIVATE BUTTONS

DIRECTIONAL KEY(A\S\D\W):

MOVE FROM ONE BUTTON TO THE OTHER.



CHEATS

THROUGHOUT HIS INVESTIGATION, BATMAN CAN FIND HIDDEN ENVELOPES THAT CONTAIN CHEATS. ONCE THE FIRST GAME IS COMPLETED, THE SECOND GAME UNLOCKS CHEATS AVAILABLE TO YOU.



ENVELOPE A:

REFILLS ALL GADGETS TO FULL.



ENVELOPE B:

ALLOWS PLAYER TO IMMEDIATELY MAX UP THE CHARGE BAR FOR POWER MOVES.



ENVELOPE C:

REFILLS ALL OF BATMAN'S HEALTH.



ENVELOPE D:

MAKES BATMAN DO DOUBLE DAMAGE TO HIS OPPONENTS, EXCEPT THE BOSSSES.



ENVELOPE E:

RENDERS BATMAN INVISIBLE TO ALL HIS OPPONENTS, EXCEPT FOR THE BOSSSES.

GAME OVER

THERE ARE THREE WAYS THAT THE GAME CAN END. BATMAN EITHER RUNS OUT OF HEALTH, HE FAILS THE LEVEL OBJECTIVE, OR FAILS TO COMPLETE A JUMP (EX: BETWEEN BUILDINGS OR CHASMS).

QUIT:

IF YOU WANT TO QUIT THE GAME, YOU CAN SAVE YOUR PROGRESS AND CONTINUE LATER.

CONTINUE:

CHOOSE THIS OPTION TO CONTINUE PLAY. YOU'LL START AT THE LAST CHECKPOINT OF THE GAME YOU PAST.

SAVING THE GAME

BATMAN:VENGEANCE IS EQUIPPED WITH THE AUTOSAVE FEATURE, THE GAME WILL ONLY BE SAVED AUTOMATICALLY WHEN YOU PASS SOME LEVELS.

- AT LEAST 640K HARDDISK SPACE IS NEEDED FOR SAVING THE GAME.
- DO NOT RUN OTHER PROGRAM OR EXIT THE BATMAN WINDOW BY PRESSING ALT PLUS TAB KEY WHENEVER THE GAME IS BEING SAVED.

MEMORY DEVICE PROBLEMS:

THE PC VERSION DO NOT HAVE THE MEMORY DEVICE PROBLEM, THE ONLY PROBLEMS ARE THE CORRUPTION OF THE SAVING DATA, THE LOADING FEEL, AND THE OTHER UNEXPECTED PROBLEMS.

- NOT ENOUGH SPACE: YOU SHOULD HAVE AT LEAST 640K FREE HARDDISK SPACE FOR SAVING BATMAN
- CORRUPTED: YOUR SAVING DATA OF BATMAN:VENGEANCE IS CORRUPTED AND NEEDS TO BE DELETED. PLEASE EXIT THE GAME AND DELETE YOUR BATMAN: VENGEANCE DATA(WARNING: ALL BATMAN DATA WILL BE LOST)
- CANNOT BE USED: AN UNEXPECTED PROBLEM HAS OCCURRED WHEN TRYING TO ACCESS BATMAN. TRY TO RESTART THE PROGRAM LATER.

GAME OVER

YOU FAIL TO SAVE IS A CEYERS FROM ME. FIEEE.

CONTINUE
QUIT

CHECKPOINT

CHECKPOINTS HAVE BEEN INSERTED IN THE GAME TO HELP YOU ALONG. WHEN YOU RESTART A GAME, IT WILL PICK UP AT THE LATEST CHECKPOINT YOU ENCOUNTERED.

UBI SOFT UK TECHNICAL SUPPORT PC

PLEASE BE AS SPECIFIC AS YOU CAN BE ABOUT THE PROBLEM THAT YOU ARE EXPERIENCING AND HAVE THE BELOW DETAILS AVAILABLE:

- THE PRODUCT YOU ARE EXPERIENCING A PROBLEM WITH.
- THE NAME OF THE MANUFACTURER OF YOUR COMPUTER SYSTEM
- THE BRAND AND SPEED OF THE PROCESSOR
- HOW MUCH RAM YOU HAVE
- THE VERSION NUMBER OF WINDOWS YOU ARE USING (IF YOU AREN'T SURE, RIGHT-CLICK ON THE MY COMPUTER ICON ON YOUR DESKTOP AND SELECT 'PROPERTIES')
- THE MANUFACTURER NAME AND MODEL NUMBER OF YOUR VIDEO CARD, MODEM, AND SOUND CARD.

SUPPORT OPTIONS

YOU CAN CONTACT UBI SOFT TECHNICAL SUPPORT BY PHONE. WHEN YOU CALL, PLEASE HAVE ALL OF THE ABOVE MENTIONED INFORMATION READY.

UBI SOFT TECHNICAL SUPPORT: 0870 739 7670

Hours: Monday To Friday 8.00AM - 11.00PM GMT

UBI SOFT HINTLINE: 0906 906 0200

CALL CHARGED WILL BE MADE AT £1.50 PER MINUTE

CALLS LENGTH WILL VARY BUT USUALLY LASTS 3 TO 4 MINUTES

PLEASE ASK THE BILL PAYERS PERMISSION BEFORE USING THIS NUMBER.

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